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EA Lee... - 1998 - ptolemy.eecs.berkeley.edu
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Challenger: A Multi-agent System for Distributed Resource.. - Chavez, Moukas, Maes (1997) (Correct) (44 citations) their own utility. The results of several **simulations** of Challenger performing CPU load balancing in we describe the architecture of Challenger and **simulations** which we have conducted. Section 2 gives some In this paper we introduce Challenger, a **multiagent** system that performs completely distributed lcs.www.media.mit.edu/~moux/papers/chall.ps.gz

Co-Evolving Soccer Softbot Team Coordination with.. - Luke, Hohn.. (1997) (Correct) (35 citations) leagues, a "real" robot league and a "virtual" **simulation** league. In RoboCup's "virtual" competition, of the Second International Conference on **Simulation** of Adaptive Behavior. The MIT Press, Cambridge successfully applied many times in the field of **multiagent** coordination. Reynolds, 1993] used GP to www.cs.umd.edu/users/seanl/papers/robocupc.ps.gz

AuRA: Principles and Practice in Review - Arkin, Balch (1997) (Correct) (32 citations) homeostatic control system [12] tested only in **simulation** to date) is interwoven with the motor and has been demonstrated in practice both in **simulation** and on real robotic systems. AuRA is highly are discussed, including a case study of a **multiagent** robotic team that competed and won the 1994 ftp.cc.gatech.edu/pub/people/arkin/web-papers/jetai-final.ps.Z

Learning of Cooperative actions in multi-agent systems: a .. - Matsubara, Noda, Hiraki (1996) (Correct) (30 citations) control the player via the socket. ffl Physical **Simulation** The soccer server has a physical simulator, and players) and collisions between them. The **simulation** is simplified so that it is easy to calculate on Adaptation, Coevolution and Learning in **Multiagent** Systems Figure 1: Soccer players and a ball ci.etl.go.jp/pub/soccer/client/Paper/aaai96-sss.ps.gz

Cooperative Multiagent Robotic Systems - Arkin, Balch (1998) (Correct) (30 citations) have been developed and initially tested in **simulation**. They have been further tested on two-robot robot executables. These can be run within the **simulation** environment provided by MissionLab (Fig. 7 Cooperative **Multiagent** Robotic Systems Ronald C. Arkin and Tucker ftp.cc.gatech.edu/pub/people/arkin/web-papers/coop.ps.Z

A Multiagent Planning Architecture - Wilkins, Myers (1998) (Correct) (27 citations) plan generation, scheduling, temporal reasoning, simulation, and visualization. These technologies written in LISP, provides Monte Carlo simulations of plans. The VISAGE system provides plan A Multiagent Planning Architecture David E. Wilkins and www.ai.sri.com/~wilkins/mpa/mpa-aips98.ps

A Layered Approach to Learning Client Behaviors in the RoboCup...-Stone, Veloso (1997) (Correct) (26 citations)
The Complete Robotic System Though conducted in **simulation**, the work described in this article is intended
Consequently, to conduct meaningful research in **simulation** that might apply to the real world, a
April 1, 1997 Abstract In the past few years, **Multiagent** Systems (MAS) has emerged as an active subfield

Group Behaviors for Systems with Significant Dynamics - Brogan, Hodgins (Correct) (25 citations) the legged robots and the bicyclists are dynamic **simulations** that must control balance, facing direction, Algorithms for high-level behaviors of dynamic **simulations** are also needed for the construction of in the environment. We would like to create **multiagent** systems that replicate the complexity and ftp.cc.gatech.edu/pub/gvu/tech-reports/95-18.ps.Z

An Approach to Anytime Learning - Grefenstette, Ramsey (1992) (Correct) (23 citations) continuously tests new strategies against a **simulation** model of the task environment, and dynamically a monitor that can dynamically modify the **simulation** model based on its observations of the successfully learned strategies for a number of **multiagent** tasks, including evading attackers, tracking www.aic.nrl.navy.mil/papers/1992/AIC-92-003.ps.Z

Motor Schema-based Formation Control for Multiagent Robot Teams - Balch, Arkin (1995) (Correct) (22 citations) artificial formation behavior was the behavioral **simulation** of flocks of birds and schools of fish for zone vector magnitude is always zero. Results **Simulation** Environment Figure 4: Typical **simulation** run Motor Schema-based Formation Control for **Multiagent** Robot Teams GIT-CC-94-54 Tucker Balch and ftp.cc.gatech.edu/pub/coc/tech\_reports/1994/GIT-CC-94-54.ps.Z

A Model For Cooperative Transportation Scheduling - Fischer, Müller, Pischel. (1995) (Correct) (20 citations) far from being satisfactorily solved. The Mars **simulation** testbed (cf. Kuhn, Muller, Muller 1993) varies dynamically according to the output of a **simulation** model for traffic jams. Thus, a truck has to within a society of shipping companies as a **multiagent** system. Emphasis is placed on the functionality ftp.dfki.uni-sb.de/pub/MAGSY/Papers/ICMAS95.ps.gz

Integration of Reactive and Telerobotic Control in Multi-agent.. - Arkin, Ali (1994) (Correct) (20 citations) his/her influence on the society as a whole. **Simulation** results are presented for foraging, grazing, in **multiagent** robotic systems [1,4,5] both in **simulation** and on our 3 Denning Mobile Robots. Robotic controlling global behavior for the entire **multiagent** system. This is a straightforward extension of www.cc.gatech.edu/grads/a/Khaled.S.Ali/sab94.ps.Z

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Genetic Programming Produced Competitive Soccer Softbot Teams for.. - Luke (1998) (Correct) (16 citations) a different virtual soccer player in its **simulation** model. By regulation rules, these player programming has been successfully applied to **multiagent** coordination before. Andre 1995] evolved www.cs.umd.edu/users/seanl/papers/robocupgp98.ps.gz

<u>Using Decision Tree Confidence Factors for Multiagent Control - Stone, Veloso (1998) (Correct) (16 citations)</u> systems have been recently developed both in **simulation** [6, 9, 12, 14] and with real robots [1, 4, 10, degree of realism that is never possible in **simulation**. On the other hand, simulators allow Using Decision Tree Confidence Factors for **Multiagent** Control Peter Stone and Manuela Veloso www.cs.cmu.edu/afs/cs/usr/pstone/public/papers/97springer/dt-paper/dt-paper.ps.gz

Modeling Supply Chain Dynamics: A Multiagent Approach - Swaminathan, Smith, Sadeh (1997) (Correct) (14 citations) alternatives before making a final decision. Simulation provides an effective pragmatic approach to Intelligence, Decision Support System, Simulation and Supply Chain Management. 1 Introduction A Modeling Supply Chain Dynamics: A Multiagent Approach Jayashankar M. Swaminathan y agile.cimds.ri.cmu.edu/icll/papers/swaminathan97-mscd.ps.qz

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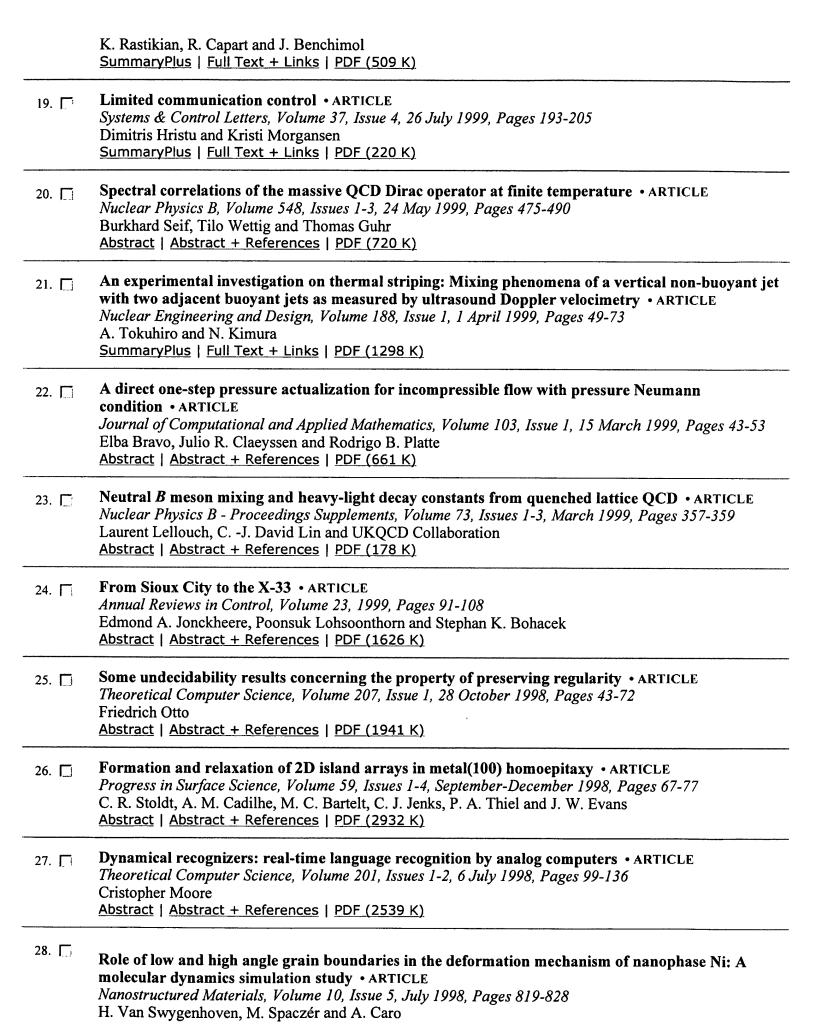
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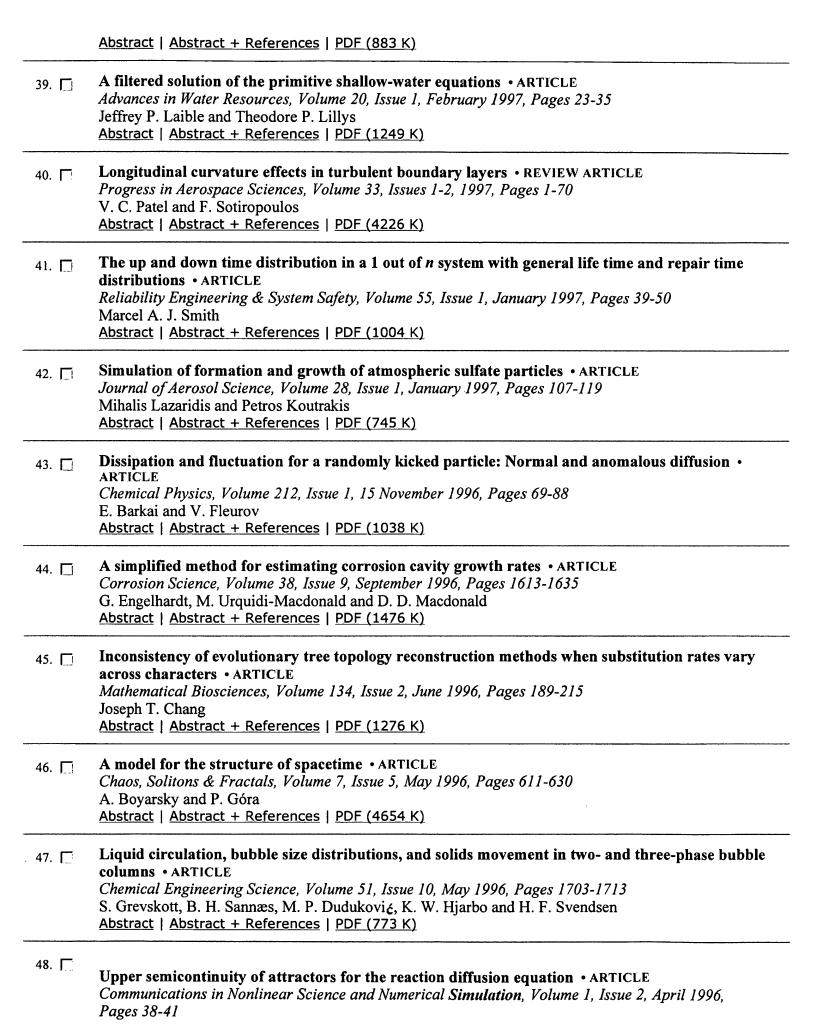
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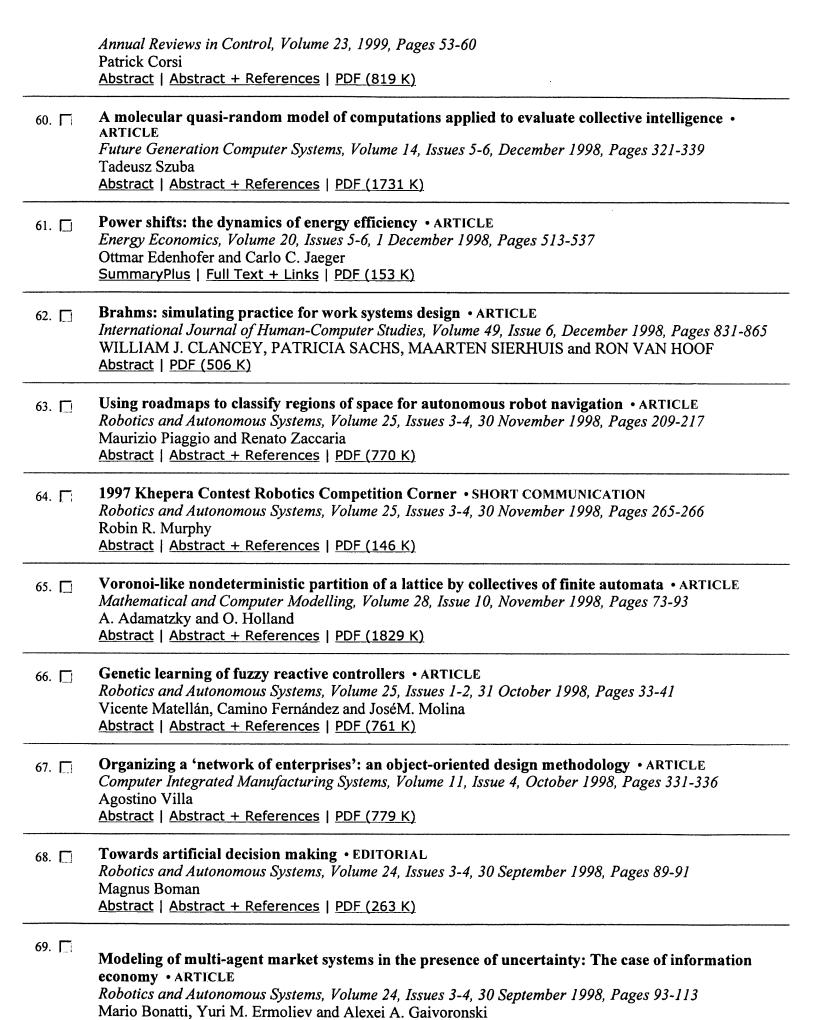
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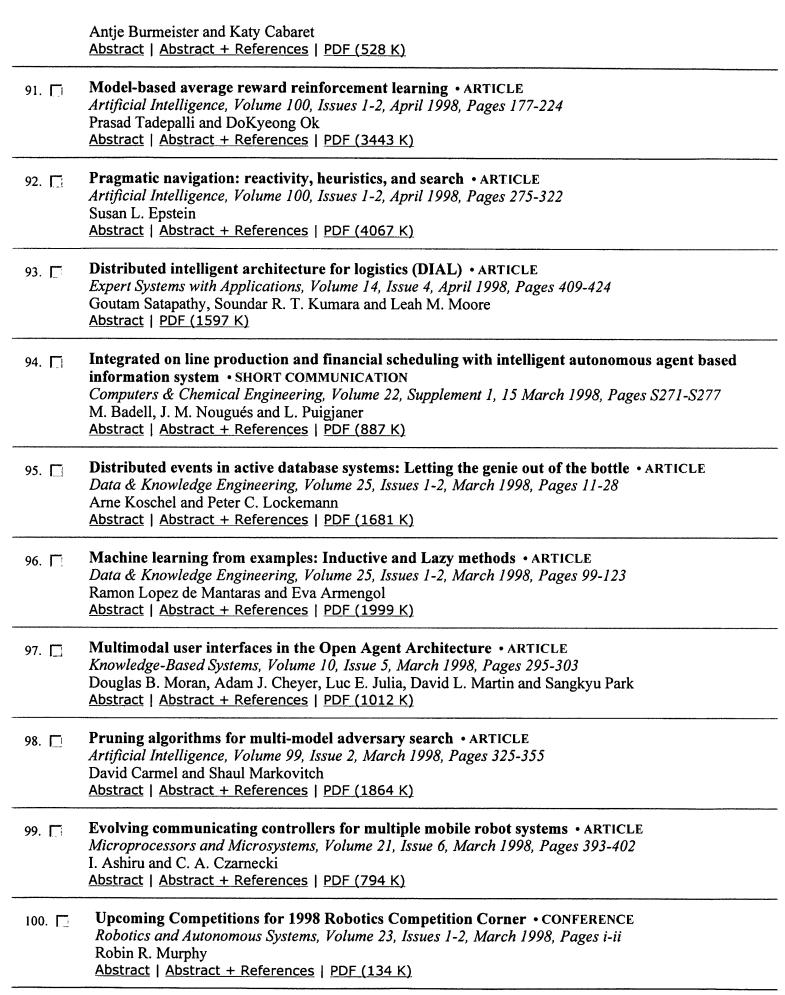
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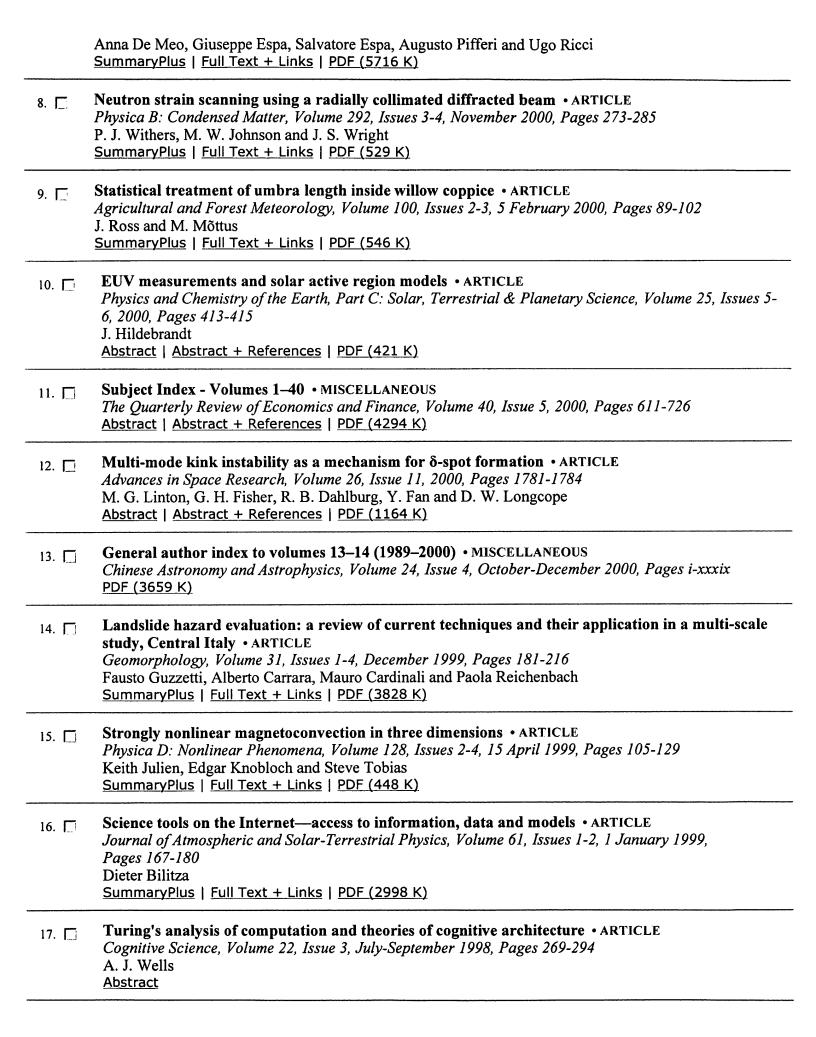
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1 Agent-based modeling and simulation: Agent-based simulation applications: multiagent enabled modeling and simulation towards collaborative inventory management in supply chains

Yonghui Fu, Rajesh Piplani, Robert de Souza, Jingru Wu

December 2000 Proceedings of the 32nd conference on Winter simulation

Publisher: Society for Computer Simulation International

Full text available: pdf(372.30 KB) Additional Information: full citation, abstract, references, citings

This paper is framed to address the preliminary approach towards process-oriented collaborative inventory management in supply chains, taking advantage of multi-agent technology in terms of modeling and simulation. Initially, a SCM support model is proposed as a foundation to combine the supply chain processes with the multi-agent system. In succession, a simple PC assembling case is investigated and simulated mainly to validate the SCM support model. As a result, the combination has the potenti ...

<sup>2</sup> Interacting multi-agent and simulation systems: an exploration into mole and james Adelinde M. Uhrmacher, Bernd G. Kullick

May 2001 Proceedings of the fifth international conference on Autonomous agents Publisher: ACM Press

Full text available: pdf(89.77 KB)

Additional Information: full citation, abstract, references, index terms

To analyze multi-agent systems by simulation the question arises how agents shall be integrated into the simulation system. In \textsc{James}, a Java-Based Agent Modeling Environment for Simulation, we pursue an approach which supports flexible patterns of integration and interaction.

Keywords: agent tools, agents, real-time performance, simulation

3 Agent-based modeling and simulation: A simulation test-bed to evaluate multi-agent control of manufacturing systems



Robert W. Brennan, William O

December 2000 Proceedings of the 32nd conference on Winter simulation

Publisher: Society for Computer Simulation International

Full text available: pdf(268.03 KB) Additional Information: full citation, abstract, references

Current research in the area of manufacturing planning and control has moved away from traditional centralized solutions towards distributed architectures that range from hierarchical to heterarchical. Between these two extremes of the control architecture spectrum lies the holonic manufacturing systems paradigm, where partial dynamic hierarchies of agents cooperate to meet global system objectives in the face of disturbances. This paper describes a simulation test bed for the evaluation of a di ...

4 Agent-based modeling and simulation: Agent-directed simulation: challenges to meet defense and civilian requirements

Tuncer I. Ören, S. K. Numrich, Adelinde M. Uhrmacher, Linda F. Wilson, Erol Gelenbe December 2000 Proceedings of the 32nd conference on Winter simulation

Publisher: Society for Computer Simulation International

Full text available: pdf(177.77 KB) Additional Information: full citation, abstract, references

The aim of this panel session is to point out the importance of agent-directed simulation, as a scientific concept and technological possibility, to enhance the potential of simulation in both civilian and defense applications. The members of the panel (organized by Dr. Ören) are: Dr. Erol Gelenbe, Dr. S. K. Numrich, Dr. Adelinde Uhrmacher, and Dr. Linda Wilson. The position statements of the panel members are given separately. Ören bases his arguments on the NATO Modelling and Simulat ...

5 How communication can improve the performance of multi-agent systems

Kam-Chuen Jim, C. Lee Giles

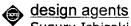
May 2001 Proceedings of the fifth international conference on Autonomous agents Publisher: ACM Press

Full text available: R pdf(982.48 KB) Additional Information: full citation, abstract, references, index terms

We analyze a general model of multi-agent communication in which all agents learn to communicate simultaneously to a message board. We show that the communicating multi-agent system is equivalent to a Mealy finite state machine whose states are determined by the agents' usage of the learned language. Increasing the language size increases the number of possible states in the Mealy machine, and can improve the performance of the multi-agent system. We introduce the term {\em semantic densit ...

Keywords: agent communication languages, evolution of agents, multi-agent communication/collaboration, multi-agent simulation

6 Multiagent model of dynamic design: visualization as an emergent behavior of active



Suguru Ishizaki

April 1996 Proceedings of the SIGCHI conference on Human factors in computing systems: common ground

Publisher: ACM Press

Full text available: pdf(1.93 MB) Additional Information: full citation, references, citings, index terms html(48.66 KB)

Keywords: automatic design, dynamic information, multiagent systems, visual design, visualization

7 Logistics/transportation applications: Hybrid-system simulation for National Airspace System safety analysis

Amy R. Pritchett, Seungman Lee, David Huang, David Goldsman

December 2000 Proceedings of the 32nd conference on Winter simulation

Publisher: Society for Computer Simulation International

Full text available: pdf(263.18 KB) Additional Information: full citation, abstract, references, citings

Analysis of large, complex systems requires simulations of hybrid-system dynamics, i.e., dynamics which are best described by a combination of continuous-time and discreteevent models, and their interactions. To serve as valuable research tools, such simulations need also be computationally efficient, readily modifiable, and open to a wide range of component modules. This paper describes the development of a simulation architecture meeting these criteria. The issues with its development are des ...

Hierarchical multi-agent reinforcement learning Rajbala Makar, Sridhar Mahadevan, Mohammad Ghavamzadeh















May 2001 Proceedings of the fifth international conference on Autonomous agents

Publisher: ACM Press

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Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

In this paper we investigate the use of hierarchical reinforcement learning to speed up the acquisition of cooperative multi-agent tasks. We extend the MAXQ framework to the multi-agent case. Each agent uses the same MAXQ hierarchy to decompose a task into sub-tasks. Learning is decentralized, with each agent learning three interrelated skills: how to perform subtasks, which order to do them in, and how to coordinate with other agents. Coordination skills among agents are learned by using i ...

9 Integrating tools and infrastructures for generic multi-agent systems

Olivier Gutknecht, Jacques Ferber, Fabien Michel

May 2001 Proceedings of the fifth international conference on Autonomous agents

Publisher: ACM Press

Full text available: pdf(396.35 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we present MadKit/SEdit, an agent infrastructure combined with a generic design tool for multi-agent systems. This toolkit is based on a organizational metaphor to integrate highly heterogeneous agent systems. We explain the principles of MadKit, the underlying agent platform, and show how it can integrate various agent architectures and provides structuration for multiple simultaneous systems and semantics. The architecture, based on a minimal agent runtime, agent ...

10 <u>Military applications: A formation behavior for large-scale micro-robot force deployment</u>

Donald D. Dudenhoeffer, Michael P. Jones

December 2000 Proceedings of the 32nd conference on Winter simulation

Publisher: Society for Computer Simulation International

Full text available: pdf(388.69 KB) Additional Information: full citation, abstract, references, citings

Micro-robots will soon be available for deployment by the thousands. Consequently, controlling and coordinating a force this large to accomplish a prescribed task is of great interest. This paper describes a flexible architecture for modeling thousands of autonomous agents simultaneously. The agents' behavior is based on a subsumption architecture in which individual behaviors are prioritized with respect to all others. The primary behavior explored in this work is a group formation behavior bas ...

11 Evolving coordination strategies in simulated robot soccer

André L. V. Coelho, Daniel Weingaertner

May 2001 Proceedings of the fifth international conference on Autonomous agents

Publisher: ACM Press

Full text available: pdf(113.01 KB) Additional Information: full citation, abstract, references, index terms

This paper describes research investigating the evolution of coordination strategies in robot soccer teams. Each player (viewed as an agent) is provided with a common set of skills and is assigned to perform over a delimited area inside a soccer field. The idea is to optimize the whole team behavior by means of a spatial co- adaptation process in which new players are selected in such a way to comply with the already existing ones.

Keywords: coevolution, coordination, multiagent teams, robot soccer

12 The CMUnited-97 robotic soccer team: perception and multiagent control

Manuela Veloso, Peter Stone, Kwun Han

May 1998 Proceedings of the second international conference on Autonomous agents

Publisher: ACM Press

Full text available: pdf(1.00 MB)

Additional Information: full citation, references, citings, index terms

13 Coaching a simulated soccer team by opponent model recognition

Patrick Riley, Manuela Veloso

May 2001 Proceedings of the fifth international conference on Autonomous agents

Publisher: ACM Press

Full text available: pdf(93.64 KB) Additional Information: full citation, abstract, references, index terms

In multiagent domains with adversarial and cooperative agents, team agents should be adaptive to the current environment and opponent. We introduce an online method to provide the agents with team plans that a "coach" agent generates in response to the specific opponents. The coach agent is equipped with a number of pre-defined opponent models. The coach is then able to quickly select between different models online by using a naive Bayes style algorithm, making the planning ad ...

14 Hierarchical agent control: a framework for defining agent behavior

Marc S. Atkin, Gary W. King, David L. Westbrook, Brent Heeringa, Paul R. Cohen
May 2001 Proceedings of the fifth international conference on Autonomous agents

Publisher: ACM Press

Full text available: pdf(229.02 KB)

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Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> <u>terms</u>

The Hierarchical Agent Control Architecture (HAC) is a general toolkit for specifying an agent's behavior. HAC supports action abstraction, resource management, sensor integration, and is well suited to controlling large numbers of agents in dynamic environments. It relies on three hierarchies: action, sensor, and context. The action hierarchy controls the agent's behavior. It is organized around tasks to be accomplished, not the agents themselves. This facilitates the integration of multi- ...

15 Multiagent systems on the net

Anupam Joshi, Munindar P. Singh

March 1999 Communications of the ACM, Volume 42 Issue 3

Publisher: ACM Press

Full text available: pdf(117.18 KB)

html(8.05 KB)

Additional Information: full citation, citings, index terms

16 A framework for the simulation of agents with emotions

Ana L. C. Bazzan, Rafael H. Bordini

May 2001 Proceedings of the fifth international conference on Autonomous agents

Publisher: ACM Press

Full text available: pdf(227.48 KB) Additional Information: full citation, abstract, references, index terms

The Iterated Prisoner's Dilemma (IPD) has been used as a paradigm for studying the emergence of cooperation among individual agents. Many computer experiments show that cooperation does arise under certain conditions. However, little attention has been paid to aspects of emotions in this context. The goal of this work is thus to develop a framework for modelling agents with emotions. It allows the design of such agents, which interact with neighbours or their social groups. This paper descr ...

17 Agents in tank battle simulations

Jeremy Baxter, Richard Hepplewhite
March 1999 Communications of the ACM, Volume 42 Issue 3

Publisher: ACM Press

Full text available: pdf(170.38 KB)

Additional Information: <u>full citation</u>, <u>references</u>, <u>index terms</u>

18 Agents with power

Rune Gustavsson

March 1999 Communications of the ACM, Volume 42 Issue 3

Publisher: ACM Press

Full text available: pdf(256.40 KB) Additional Information: full citation, references, citings, index terms, html(32.50 KB) review

19 Building objects and interactors for collaborative interactions with GASP

Thierry Duval, David Margery

September 2000 Proceedings of the third international conference on Collaborative virtual environments

Publisher: ACM Press

Full text available: pdf(429.82 KB) Additional Information: full citation, references, index terms

**Keywords**: distributed interactions, distributed virtual reality, human-computer interfaces, synchronous cooperation

20 Online learning about other agents in a dynamic multiagent system

🚵 Junling Hu, Michael P. Wellman

May 1998 Proceedings of the second international conference on Autonomous agents

Publisher: ACM Press

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